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CONSTITUTION

MANITOBA AMATEUR DIAMOND BALL ASSOCIATION

ARTICLE 1.

The name of this Association shall be The Manitoba AMATEUR Diamond Ball Association.

ARTICLE 2.

The objects of this Association shall be:

(a) To foster and improve Amateur Diamond Ball in the Province of Manitoba, in accordance with the standards under the rules prescribed by this Association.

(b) To protect and to promote the mutual interest of all Leagues affiliated with this Association.

ARTICLE 3.

(a) Membership in this Association shall be composed of such Amateur Leagues as shall agree to abide by and comply with the rules of this Association. Each League in this Association shall have the right to send two delegates to the Annual Meeting. Each delegate shall cast his own vote and no delegate shall cast more than one ballot.

(b) Every Diamond Ball League desirous of joining this Association shall send to the Secretary an application for membership.

ARTICLE 4.—DEFINITION OF AN AMATEUR

An Amateur is one who complies with the rules and regulations of the Amateur Athletic Union of Canada.

ARTICLE 5.—OFFICERS

The Officers of this Association shall compose:

- 1—Honorary President.
 - 2—Honorary Vice-President.
 - 3—Past President.
 - 4—President.
 - 5—First Vice-President.
 - 6—Second Vice-President.
 - 7—Secretary-Treasurer.
-

ARTICLE 6.—DUTIES OF OFFICERS

(a) The President shall preside at all meetings of the Executive with the usual privileges.

(b) The Vice-Presidents shall perform the duties of the President in his absence.

(c) The Secretary-Treasurer shall keep an accurate record of the proceedings of the Association and Executive, a register of all leagues. He shall keep an accurate record of all monies received or disbursed by him and report annually to the Association.

(d) The Officers and one member from each League shall comprise the Executive of this Association.

(e) The Executive shall have control of the affairs of the Association and shall have full power to fill any vacancies which may occur.

(f) The Officers of this Association shall consider questions of reinstatements and suspensions of Leagues, and all matters which might be dealt with by the Executive, but any League may appeal from their ruling to the Executive.

(g) The President may call a special meeting of the Association at any time, but must do so at the written request of two affiliated Leagues. At all general meetings a majority of the Executive shall form a quorum. No member of the Executive shall leave a meeting without the consent of the chair.

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(h) The officers of this Association shall have full power to arrange such games to determine the winners for Manitoba Diamond Ball Association Trophies.

ARTICLE 7.—LIFE MEMBERSHIP

The M.A.D.B.A. have power to create life memberships, for outstanding achievements in Diamond Ball, upon recommendation of the Executive Committee.

ARTICLE 8.—MEETINGS

(a) The Annual Meeting of the Association shall be held on the first Tuesday in March or such convenient date as may be decided by the Officers of the Association. All Leagues shall be notified of the time and place of meeting at least two weeks prior to the date set for the meeting.

(b) No voting delegate shall be admitted to the Annual Meeting unless he has filed with the Secretary proper credentials of his appointment, signed by an Officer or Officers of the League which he represents, and there shall be no other parties present at all Executive meetings other than the Annual Meeting, unless the majority of the membership rules otherwise.

ARTICLE 9.—AMENDMENTS

No amendments or alterations shall be made to any part of this constitution except at the Annual Meeting, and only by a majority vote of the membership present.

BY-LAW 1.—FEES

The annual membership fee of the Association shall be based upon the following scale: Seniors, \$3.00 per team; Intermediates, \$2.00 per team; Juniors and Juveniles, 50c per team; Midgets, 25c per

team. All other Leagues, \$1.00 per team. All fees to be paid not later than May 15th of playing season.

BY-LAW 2.—CHAMPIONSHIPS

(a) The Executive shall be the Trustees of the Association's Trophies and shall before presenting them to the various winners, take suitable bonds from the holders.

(b) Before any player shall be permitted to compete in Championship Play-off games, he shall satisfy the Executive Committee of this Association of his Amateur standing.

(c) Each League must register all players who will take part in Championship Play-off games with the Secretary of this Association 24 hours prior to the first Championship Game.

(d) Any person connected with any League shall not be permitted to manage, coach, or play with any other League during Provincial Championship Play-off Games.

(e) In all Championship Play-off games, 25% of the net gate shall go to this Association. The balance after expenses have been deducted shall be divided between the participating Leagues on a 60%-40% basis, 60% to the Winning League.

(f) All Leagues must have a winner declared by the second Saturday in August. This is to apply to Senior, Intermediate, Junior, Juvenile and Midget Leagues. Business House Leagues must have a winner declared by the 20th of August.

(g) If more than one Senior League is a member of this Association, such Senior Leagues to meet in a series of five games, best three out of the five games to decide the Senior Champions for the Province of Manitoba.

(h) If only one Senior League is a member of this Association, such Senior League to meet the

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winners of the Intermediate League in a series of five games, best three out of five to decide the Provincial Championship.

(i) If more than one Intermediate League is a member of this Association, such Intermediate Leagues to meet in a series of five games, best three out of five games to decide the Intermediate Champions for the Province of Manitoba.

(j) In case of an Intermediate team being given a Franchise in any Senior League, players of such Intermediate team be the property of such team, unless properly released.

(k) If any team which is a member of any League affiliated with this Association becomes defuncted, players of such teams become free agents and are permitted to sign with any team they wish.

(l) Junior, Juvenile and Midget Play-off Championships to be set by a special committee—Business House section, best three out of five.

Clauses (g), (h) and (i) can be altered with the consent of the Leagues participating.

BY-LAW 3.—SUSPENSIONS AND EXPULSION

(a) Any member of this Association violating this Constitution and By-laws, or refusing to abide by the decisions of the Executive, shall be expelled or suspended.

(b) 1. Leagues may be suspended by the Executive for knowingly:—

2. Offering, agreeing, conspiring or attempting to lose any League game or being interested in any pool or wager thereon.

3. Playing with a team that has been suspended or expelled.

4. Knowingly having on its list of players any professionals or disqualified players.

5. Any players ejected from any game by an officially appointed Umpire will automatically be suspended pending official investigation. This rule only to apply to games under the jurisdiction of this Association.
6. Any player on being reported to the Association for having demanded money for his services, if found guilty, shall be suspended from competition in any League, who are members of this Association, and his case with full particulars reported to the Amateur Authorities.

BY-LAW 4.—UMPIRES

The Officers shall appoint Umpires for all Championship Play-off Games.

BY-LAW 5.—PLAYING RULES

The playing rules of all games shall be the rules as adopted annually by this Association.

BY-LAW 6.—EXPENSES

The Association shall pay the legitimate expenses of all representatives of Sub-Committee and Executive Meetings.

BY-LAW 7.—DISBURSEMENT OF MONIES

All cheques paid by the Association must be signed jointly by the President or Vice-President and the Secretary-Treasurer.

BY-LAW 8.—HONORARIUM

That this Association present an annual Honorarium to the Secretary-Treasurer for his services during the season. Such Honorarium to be presented at the Semi-Annual Meeting, which is to be held not later than three weeks after the final Championship Play-off Games.

BY-LAW 9.—PENALTIES

Any League whose fees remain unpaid as prescribed in By-Law 1, shall thereafter be considered to have forfeited all rights to membership in this Association.

BY-LAW 10.—AUDITING

The Executive may appoint one or more Auditors who shall audit the books of the Association and prepare a complete financial statement which shall be mailed by the Secretary to each League who are members of this Association.

BY-LAW 11.—PENALTY FOR VIOLATION

Any member violating the Constitution or By-Laws or refusing to abide by the decision of the Executive Committee shall be expelled or suspended.

BY-LAW 12.—SUSPENSION OF CLUBS

Members of this Association may be suspended by the Executive for knowingly permitting betting or improper conduct of players or officials at games; offering, agreeing, conspiring or attempting to lose any game or being interested in any pool or wager thereon. Playing with a club that has been suspended or expelled or knowingly having on its list of players any professionals or disqualified players. Any member charged with an offense or offenses above named shall have the privilege of appearing before the Executive Committee of this Association. Any player on being reported to the Association for having demanded money for his services or any improper conduct shall, if found guilty, be suspended from competition and his case, with particulars, reported to the Amateur Union.

BY-LAW 13.—AFFILIATION

The Association shall affiliate with and work in harmony with the Manitoba Branch of the Amateur Athletic Union of Canada.

BY-LAW 14.—PROTESTS

(a) In all protests arising out of Championship Play-off Games, notice of protest must be made in writing in duplicate to the Secretary of the Association within twenty-four hours of the game protested and must be accompanied by a fee of \$15.00. The Secretary shall notify the Club protested against immediately and send them a copy of the protest. Should the protesting Club lose the protest, fee shall be forfeited.

(b) All protests to be handled by a committee of three appointed by the President, who are to be disinterested parties, whose decision shall be final.

(c) Any team whose League is a member of this Association shall have the privilege of appealing to this Association on a protest decision handed down by their own League. The decision of this Association shall be final and shall be accepted by any Team or League which are members of this Association.

BY-LAW 15.—EXHIBITION GAMES

No team shall be allowed to participate in any exhibition games except by the consent of the Officers of the Association.

BY-LAW 16.—BUSINESS HOUSE SECTION

Regarding players for more than one team in Business House Section. In Championship Play-off Games for Association Trophy, player will only be allowed to play for one team. Player shall declare which team he intends playing for 24 hours before Play-off series begins.

BY-LAW 17.

(a) All players who are members of Leagues in this Association shall be the property of such League at the beginning of the next season, unless such player secured his transfer or release from such League.

(b) Senior Leagues may sign an Intermediate player at any time during the season, but the closing date for signing by a Senior League of an Intermediate player shall be July 1st.

(c) A player who signed a player's form for any League and secures his transfer or release in order to play for another League which is a member of this Association shall not be permitted to retransfer, unless this Association rules otherwise.

BY-LAW 18.—ORDER OF BUSINESS

1. Roll Call and Credentials.
 2. Minutes of last meeting.
 3. Business arising out of minutes.
 4. Reading of Correspondence.
 5. President's Report.
 6. Secretary-Treasurer's Report.
 7. Report of Committees.
 8. Election of Officers.
 9. Applications for Membership.
 10. Motions.
 11. Notice of Motions.
 12. New Business.
 13. Adjournment.
-

The Umpire is the League's representative and as such is authorized and required to enforce each section of the rules. His decision on a play is final.

Co-operation of teams in upholding the authority of the Umpire will do more than anything else to promote interest and goodwill among followers and players of Diamond Ball.

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RULES

1. The rules of regulation baseball as officially adopted by the National and American Leagues annually shall govern the game of Diamond Ball except as follows:

I.—THE DIAMOND

1. The diamond shall be in the form of a square measuring 45 or 50 feet along each side, in the corners of which are placed bases 15 inches square, with the exception of Home, which is 17 inches across the front, 12 inches down and $8\frac{1}{2}$ inches angle to a point. (45 or 50 feet optional of any League).

2. The pitcher's plate shall be on a level with the ground and the distance from it's front edge to the Home plate shall be 35 or 37 feet. It shall be in the form of a rectangle, extending 12 inches on either side of a line joining the Home plate and Second base, and six inches in depth. (35 or 37 feet optional).

3. The Batter's Boxes, one on either side of the Home plate, shall be 3 feet in width and shall extend one foot in front of a line through the centre of Home plate and 3 feet behind the same line. The inner edge of ach box shall be six inches from the plate.

II.—EQUIPMENT

1. The ball shall be the official playground ball, 12 inches in circumference, and weighing $6\frac{1}{2}$ to $7\frac{1}{2}$ ozs. The home team shall be responsible for supplying two balls in reasonably good condition for each game. Which are to be inseam.

2. The bat shall be the official playground bat, not more than 2 inches in diameter at its thickest part, and not more than 34 inches in length.

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3. Gloves or mitts shall not be worn, except by the catcher and first baseman. The catcher may wear a mask.

4. Spikes from leather may be worn. Rubber-soled shoes are desirable.

III.—PLAYERS AND SUBSTITUTES

1. Each club shall have ten players, one of whom may act as captain, actively engaged in the game at any one time.

2. The tenth player shall play as Second Short Stop. Position to be between 1st and 2nd base in the infield.

3. At any stage of the game, except when the ball is in play, a substitute player may take the place of a player whose name is on the team's batting order, but the player whom he succeeds shall not thereafter participate in the game.

4. Except by the consent of the captain of the opposing team, a base-runner shall not have another player whose name appears on the batting order of his team, run for him.

5. The player announced to pitch at the commencement of the game must pitch until the first batsman has either been put out or has reached First base.

6. The batting order of each team shall be placed on the score sheet and shall be inspected by the Umpire and both team captains before the game. The batting order thus inspected must be followed throughout the game unless a player be substituted for another, in which case the substitute must take the place in the batting order of the retired player.

7. All substitutions shall be reported to the Umpire.

8. All players of the side at bat, except the batsman, must not stand within 20 feet of the catcher when the ball is in play.

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IV.—REGULATION GAME

1. Nine innings shall constitute a regulation game, but it is provided that the game shall terminate and still be a regulation game if (a) The side last to bat scores more runs in eight innings than the opposing side scores in nine innings; (b) The side last to bat scores the winning run before the third man is out in the ninth inning; (c) The game be called by the Umpire on account of fire, rain, darkness, panic or other causes which may put the players and spectators in danger, after five or more equal innings have been played, or after the team first to bat completes five innings provided the team last to bat shall have made more runs at the end of its fourth, or before the completion of its fifth, than the other team has made in five innings. In case of championship games, a minimum of seven innings shall constitute a game.

2. If the score is tied at the end of nine innings, play shall be continued until one side has scored more runs than the other in an equal number of innings, the game to terminate if the side last to bat scores the winning run in any inning after the ninth before the third man is out.

3. The Umpire shall declare the game legally drawn if: The score is equal on the last even inning when he terminates play in accordance with section (c), paragraph 1, above; The side last to bat is batting when the game is terminated and has scored the same number of runs as the opposing side; The side last to bat equals, before the completion of its fifth inning, the score made by the opposing side in five complete innings.

4. The Umpire shall declare a forfeited game in favor of the club not in fault in the following cases: (a) If one side fails to appear on the field, or, on appearing, fails to begin the game 15 minutes after the Umpire has called "play" at the scheduled time;

(b) If one side refuses to continue play after the game has begun, unless the game has been terminated or suspended by the Umpire; (c) If, after play has been suspended, one team fails to resume play one minute after the Umpire has called "play"; (d) If a team palpably tries to delay the game; (e) If any of the rules of the game bewilfully and persistently violated after warning from the Umpire; (f) If for any cause there be less than ten players on either team.

5. "No Game" shall be declared by the Umpire if he terminates play before the game shall have become regulation in accordance with paragraph 1.

6. The Umpire shall suspend play, such suspension not to extend beyond the day, as follows: (a) In case of injury to himself or a player, or in order to remove from the grounds any player or spectator who has violated the rules, or in case of fire, panic, or other extra-ordinary circumstances; (b) On account of rain, darkness, or similiar causes. No base can be run, player put out, or run scored, during the interval between the time the Umpire calls "Time" for suspension of play, and the time he calls "Play" for resumption of play.

V.—PITCHING RULES

1. A legal delivery is a ball that is delivered with the arm parallel to the body and with a full arm swing following through. A snap or jerk release at the hip is illegal.

2. The pitcher must keep both feet on the pitcher's plate before delivering to the batsman.

3 At no time during the progress of the game shall the pitcher be allowed to apply any foreign substance to the ball, deface the ball in any manner or expectorate on the ball. Penalty for violation of this rule shall be removal of the pitcher from the game.

4. A fairly delivered ball is one that passes over any portion of the Home plate, before touching the ground, not lower than the batsman's knee nor higher than his shoulder. For such fairly delivered ball the Umpire shall call a strike.

5. An unfairly delivered ball is one that is not delivered in accordance with paragraphs 1, 2, and 4 above, unless struck at by the batsman. For each unfairly delivered ball the Umpire shall call a ball.

VI.—BALKS

A Balk, entitling the base-runner or runners to advance one base, shall be called by the Umpire as follows:

1. Any motion made by the pitcher while in position to deliver the ball to the bat without delivering it while base is occupied by base-runner.

2. Making any motion to pitch while in position, or taking up legal position on the pitcher's plate without having the ball in his possession, or taking up a position off the plate and feinting to deliver the ball to the bat.

3. Making any motion of the arm, hip, or body habitually made by the pitcher in delivering the ball, without delivering the ball to the bat.

4. Holding the ball by the pitcher so long as in the opinion of the Umpire to unnecessarily delay the game.

5. Dropping the ball accidentally or intentionally by the pitcher, while in the act of delivering the ball to the bat. With no one on bases, no penalty shall be imposed if the pitcher drops the ball while delivering it to the batter.

6. The ball shall be considered dead immediately a balk is called, and no play can be made until the runner or runners reach the bases to which they are entitled.

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VII.—DELAYS

1. When the batsman is standing in his proper position ready to strike a pitched ball, the pitcher shall not throw the ball to any other player than the catcher, who shall be within ten feet of the Home plate, except in an attempt to retire a base-runner. If repeated after warning from the Umpire, the pitcher shall be removed from the game.

2. When a pitcher is taken from his position by either manager or captain, the substitute shall continue to pitch until the batsman then at bat has either been retired or has reached first base, or the side has been retired.

VIII.—DEAD BALL

1. A dead ball is one delivered to the bat by the pitcher, not struck at by the batsman, that touches any part of the batsman's clothing or person, while he is standing in his position. Such dead ball shall be called a ball. The ball also becomes dead when a balk is committed.

If the batsman intentionally gets in the way of a pitched ball the Umpire shall call the batsman out.

IX.—BALL NOT IN PLAY

1. In case of an illegally batted ball, foul hit ball not legally caught, dead ball, interfered with the fielder or batsman, or fair hit ball striking a runner or Umpire before touching a fielder, the ball shall not be considered in play until held by the pitcher standing in his position.

X.—BLOCK BALLS

1. A block is a batted or thrown ball that is touched, stopped, or handled by a person not engaged in the game.

2. If a blocked ball is thrown or kicked beyond the reach of fielders by a person not engaged in the

game, the Umpire shall call "time" and require each runner to stop at the base last touched until the ball is returned to the pitcher in his position.

NOTE:—See Rule XXVII—Ground Rules.

XI.—BATSMAN'S POSITION

1. Each player of the side at bat shall become the batsman and shall take his position in the boxes in the order that his name appears on the batting order. After the first inning the first batsman in each inning shall be the batsman whose name follows that of the last man to complete his time at bat in the preceding inning.

NOTE—If in any inning, the last man up is still at bat when the third man, other than himself, is put out, that last batsman shall be the first batsman in the next inning, and any strikes or balls called against him shall be eliminated.)

XII.—FAIR HIT

1. A fair hit is a legally batted ball that settles on fair ground between home and first base, or home and third base, or that is in fair ground when bounding to the outfield beyond first or third base, or that first falls on fair territory on or beyond first or third base.

(NOTE—A line drive that hits first or third base and bounds into foul territory is to be ruled a fair hit.)

XIII.— FOUL HITS

1. A foul hit is a legally batted ball that settles on foul territory between home and first base or home and third base, or that falls on foul territory beyond first or third base, or that bounds on foul ground past first or third base.

XIV.—FOUL TIP

1. A foul tip is a ball legally batted by the batsman that goes sharp and direct from the bat to the catcher's hands and is legally caught.

(NOTE—A ball which **LOOPS** in the air, through being hit by the bat, shall not be considered a foul tip.)

XV.—BUNT HIT

1. A bunt hit is a legally batted ball, not swung at, but met with the bat and tapped slowly within the infield by the batsman.

(NOTE—There is nothing to prevent a batsman attempting to bunt when he has two strikes called against him, but if such an attempt results in a foul hit he is out.)

XVI.—BALL BATTED OUTSIDE THE GROUND

1. When a ball is batted outside the ground or into a stand, the Umpire shall declare it fair or foul, according to where it disappears from his view.

2. A fair batted ball that goes outside the ground or into a stand shall entitle the batsman to as many bases as he can make. This rule can be changed by mutual consent of both teams.

XVII.—STRIKES

A strike is:

1. A pitched ball struck at by the batsman with or without it touching his bat.

2. A fair ball legally delivered, not struck at by the batsman.

3. A foul hit, not caught, unless the batsman has two strikes.

4. An attempt to bunt which results in a foul, not legally caught.

5. A pitched ball, at which the batsman strikes but misses, and which touches any part of his person.

6. A foul tip.

XVIII.—WHEN BATSMAN IS OUT

The batsman is out:

1. If he fails to take his place at the bat in the order in which his name appears on the batting list, unless the error be discovered and the proper batsman replaces him before he becomes a base-runner, in which case the balls and strikes counted must be counted in the time at bat of the proper batsman. No runs shall be scored or bases run because of any act of the improper batsman, and only the proper batsman shall be declared out. This rule shall not be enforced unless the out be declared before the ball is delivered to the succeeding batsman. Should the batsman declared out under this section be the third man out, the proper batsman in the next inning shall be the player who would come to bat had the players been put out in the preceding inning by ordinary play.

2. If he fails to take his position within one minute after the Umpire calls for the batsman.

3. If he makes a foul hit, other than a foul tip, and the ball be securely held in a fielder's hands before touching the ground, providing it does not strike some object other than a fielder before being caught.

4. If he attempts to hinder, interfere with, or obstruct the catcher in any way.

5. If, before two men are out, while first and second, or first, second and third bases are occupied, he hit a fair fly ball, other than a line drive, that can be handled by an infielder. As soon as the ball is hit the Umpire shall declare it an infield

or outfield fly. The runners may be off their bases and advance at risk of being caught the same as any other fly ball.

6. Any attempt to bunt under the above circumstances, and which results in a fair fly, shall not be considered an infield fly.

7. If the third strike be called against him.

8. If batter steps from one batter's box to another while the pitcher is in position ready to pitch.

XIX.—BASE RUNNING

1. The base-runner must touch each base in legal order, viz., first, second, third and home; and when obliged to return to a base while the ball is in play, must retouch the bases in reverse order. Right to a base can only be acquired by the player touching it before being put out, and he shall then be entitled to hold it until he has legally touched the next base in order or has been legally forced to vacate if for a succeeding runner.

2. No base-runner can score a run ahead of the base-runner preceding him nor can he pass a preceding base-runner while running bases.

3. In case a runner is being run down between bases, a following runner cannot be put out on the base the first player has left. If the first player returns safely to the base he left, the second runner is the man out, providing he is touched with the ball, prior to returning to base.

XX.—BATSMAN BECOMES BASE-RUNNER

1. The batsman become a base-runner with liability to be put out instantly after he makes a fair hit.

2. The batsman is entitled to advance to first base without liability to be put out by reason of four balls, or for being interfered with by the cat-

cher in striking at a pitched ball, or if a fair hit ball strikes the clothing or person of a base-runner or Umpire on fair ground.

3. The third strike does not have to be caught.

XXI.—ENTITLED TO BASES

The base-runner shall be entitled to advance one base, except where more are specified, without liability to be put out in the following cases:

1. If the Umpire calls a balk.
2. If he be prevented from making a base by the obstruction of a fielder, unless the fielder has the ball in his hand ready to touch the base-runner.
3. If a fielder stops or catches a batted or thrown ball with his cap, glove or any part of his uniform while it is detached from its proper place on his person. In the case of a batted ball the runner shall advance three bases. He may advance further at his own risk.

(NOTE—A catch is legal if it is caught in the hands against the chest.)

XXII.—RETURNING TO BASES

The base-runner shall return to his base without liability to be put out:

1. If the Umpire declares any foul not legally caught.
2. If the Umpire declares an illegally batted ball.
3. If the Umpire declares a dead ball.
4. If the person or clothing of the Umpire, while stationed back of the bat, interfere with the catcher in an attempt to throw.
5. If a pitched ball which the batsman strikes at but misses, touches any part of the batsman's person or clothing.

6. If a fair hit ball strikes the Umpire, unless base must be run through the batsman becoming a base-runner. No run to be scored in the latter case, unless the bases are full.

7. If the Umpire declares the batsman or another base-runner out for interference.

8. If a coacher intentionally interferes with a thrown ball. In this case the coacher shall be removed from the field.

9. The runner is not required to touch intervening bases when returning to a base he is legally entitled to, in the above cases.

XXIII.—WHEN BASE-RUNNER IS OUT

The base-runner is out:

1. If, having made a fair hit, the ball be securely held by a fielder before it touches the ground or any other object other than the fielder, provided it be not caught in the fielder's hat, cap, or other part of his uniform.

2. If, after a fair hit, he be touched with the ball in the hands of a fielder before he touches first base.

3. If, after a fair hit, the ball be securely held by a fielder while touching first base with any part of his person, before such base-runner touches first base.

4. If, when running the last half of the distance from home to first base, while the ball is being fielded to first base, he runs more than three feet out of direct line between the two bases, unless he does so to avoid a fielder attempting to field a batted ball.

(NOTE—The runner is permitted to go out of line in the first half of the distance between home and first base without being called out.)

5. If, in running to any base, he runs more than three feet out of a direct line between the bases, either in regular or reverse order, in attempting to

avoid being touched with the ball in the hands of a fielder, unless the fielder be occupying the runner's direct path in an attempt to field a batted ball, in which case the runner shall run behind the fielder.

1. A base-runner shall hold base until after the ball delivered by the pitcher has passed home plate, or results in a hit.

2. If a base-runner leaves the base occupied by him, before the ball passes home plate, the Umpire shall declare him out.

3. In order to advance on a caught fly ball, a base-runner must not leave his base until such time as the caught ball has been first touched; if he has taken a lead from his base he must go back and touch same before advancing.

4. A base-runner may advance or score on a caught foul fly, if he has held his base until such time as the foul fly has been first touched; if he has taken a lead from his base he must go back and touch same before advancing.

5. If he fails to avoid a fielder attempting to field a batted ball, or in any way obstructs a fielder who is attempting to field a batted ball or intentionally interferes with a thrown ball.

6. If at any time the ball is in play he be touched by the ball in the hands of a fielder, unless some part of his person is touching the base he is entitled to occupy. The ball must be firmly held by the fielder after touching the runner, unless it be deliberately knocked out of his hand by the runner.

(NOTE—Once a runner touches a base he need not follow the base if it becomes detached from its fastening, as often happens when a runner slides into a base. The base should be immediately re-fastened and the ball considered dead until the base is again securely in position.)

7. If, when a fair or foul hit, other than a foul tip, be legally caught by a fielder, such ball be legally held by a fielder on the base occupied by the base-runner when the ball was batted, or the runner be touched with the ball in the hands of a fielder before he regains the base occupied by him when the ball was batted. The runner shall not be out if the ball be delivered by the pitcher before an attempt is made to put the runner out under this section. A base-runner who holds his base on a fly ball shall have the right to advance as soon as the ball touches a fielder's hands.

8. If, when the batsman becomes a base-runner, the first base, first and second bases, or first, second and third bases be occupied, such occupants shall cease to be entitled to hold the bases and may be put out at the next base in the same manner as in running to first base or by being touched with the ball in the hands of a fielder at any time before any base-runner following him in the batting order be put out, unless the Umpire should decide the batsman's hit to be an infield fly, in accordance with section 5, Rule XVIII.

9. If a fair hit ball strikes him before touching a fielder. In such case no base shall be run unless necessitated by the batsman becoming a base-runner and no run shall be scored or any other player put out until the Umpire puts the ball back into play. If the runner is avoiding an infielder and such fielder makes an error when he could have fielded the ball, so letting the ball hit the runner, the runner shall not be called out.

10. If, when advancing bases or forced to return to a base while the ball is in play, he fails to touch intervening bases and the ball be held by a fielder on such intervening base before the ball be delivered to the bat by the pitcher.

11. If, when the Umpire calls "play" after the suspension of a game, he fails to return to and touch the base he occupied when play was suspended. He shall not be out if the pitcher delivers the ball to the bat before it is held by a fielder on the base that the runner has failed to touch, or before a fielder touches the runner with the ball.

12. If the batsman interferes with a play being made at the home plate.

13. If he passes a preceding base-runner before such runner has been put out.

14. If the coacher at third base, by touching or holding a runner, physically assists him to leave or return to the base while play is being made on him.

15. If, while third base is occupied, the coacher shall run in the direction of home on or near the base line while a fielder is trying to make a play on a fly ball, thrown ball, or batted ball, not caught on the fly, thereby drawing a throw to home base, the runner on third shall be declared out for the coacher's interference.

16. The base-runner running to first base, may overrun the base after touching it in passing without liability to be put out provided he returns to first base immediately. He shall forfeit such exemption if he attempts to run to second base.

17. A force-out can only be made when a base-runner legally loses the right to the base he occupies by reason of the batsman becoming a base-runner, obliging the runner to advance.

XXIV.—SCORING

1. One run shall be scored every time a runner, after having legally touched the first three bases, legally touches the home base before three men are

out. A run shall not count if he reaches home on or during a play in which the third man is forced out or put out.

XXV.—COACHING

1. Not more than two coaches, one near first base and one near third base, shall be allowed to coach runners of the team at bat.
 2. Coaches shall not be allowed within 35 feet of home plate.
 3. A coacher may address words of assistance and direction to the base-runners or batsman.
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XXVI.—UMPIRES

1. The umpires are the league's representatives and as such are authorized and required to enforce each section of the rules. They shall have power to order a player, coach, captain or manager to do or omit to do any act which in their judgment is necessary to give force and effect to one or all of these rules, and to inflict penalties for violation of the rules as prescribed.
2. If but one Umpire be assigned, his duties and jurisdiction shall extend to all points and he may take his stand in any part of the field that in his opinion will enable him to discharge his duties.
3. Where two Umpires are assigned, the Umpire-in-chief shall call strikes, balls, fouls, etc., and shall give base decisions when a ball is hit fair with a runner on first base, or when a runner is caught between third and home when more than one base is occupied he shall make the decision on the run-

ner nearest the home plate, or when more than one base is occupied he shall, on appeal, decide whether or not a runner leaves third before a fly ball is caught. He alone shall have the authority to declare a game forfeited.

4. The field Umpire shall make all base decisions except those in section 3 above, and he shall take up any position on the field that in his opinion will enable him to discharge his duties. He shall aid the Umpire-in-chief in every manner in enforcing the rules of the game.

5. The Umpire shall declare the batsman or baserunner out, without waiting for appeal from such decision, in all cases where such player be put out in accordance with any of these rules.

6. An appeal may be made to the Umpire when a runner "cuts a base", either in trying for a long hit, or in returning to the base that he held originally. The Umpire may see the failure to touch a base, but he must not rule on it unless player of the team in the field have been as observant as he and ask for a ruling. There are many times when the Umpire does not observe the runner omitting to touch a base. If a player of the opposing side asks for the ruling, it is not in the province of the Umpire to declare the runner out if the Umpire failed to see the runner miss the base.

MUST NOT QUESTION DECISIONS

Under no circumstances shall a captain or player dispute the accuracy of the Umpire's judgment and decision on a play. If the captain thinks the Umpire has erred in interpretation of the rules he may appeal to him but no other player is privileged to do so. The Umpire has the right to remove players for objecting to decisions or behaving in an ungentlemanly manner.

UMPIRE TO REPORT VIOLATION OF THE RULES

The Umpire shall within twelve hours after removing a player from the game forward to the President a report of the penalty inflicted and the cause thereof.

7. The Umpire cannot be changed during a game by the consent of the clubs unless he be incapacitated by injury or illness.

8. Under no circumstances shall a captain or a player dispute the accuracy of the Umpire's judgment and decision on a play.

9. The captain alone shall have the right to protest against a decision and seek its reversal on claim that it is in conflict with these rules.

XXVII.—GROUND RULES

The Umpire shall ascertain from the home captain whether any other special ground rules are necessary and if there are he shall advise the visiting captain of their scope and if these rules be not acceptable to the visiting captain the Umpire shall have full authority to make and enforce special ground rules.

During the past five years Diamond Ball or better known as Softball, has grown from a little-played and often-despised game until today it is the most widely played summer sport in the province, and it surpasses even hockey, Canada's great winter sport, in the number of active competitors participating.

It has been unfortunate that in the past few years different codes of rules have been used in various sections of the province, and it is one of the aims of the Provincial Association to promote uniformity among teams and leagues throughout Manitoba.

Teams which have formerly played under other than Manitoba rules should note the following highlights of the M.A.D.B.A. code of rules:

Ten players constitute a full team.

Base-runners cannot "lead-off" when running bases.

The balk rule is rigidly enforced.

Games are to be played on a diamond with 45 or 50 foot baselines.

Pitchers box 35 or 37 feet.

Immediately after a third strike is called the batsman is out. (Third strike does not have to be caught.)

The infield fly ruling holds good in all games.

LET US HELP YOU

The rules adopted by the Manitoba Diamond Ball Association represent the result of five years' experimentation on the part of officials, the parent group that started the game on the road to popularity in Manitoba. Careful observation over a period of years and comparison with other codes has shown that these rules make the game more interesting both for men and women players, and particularly for the fans.

The present code has been simplified and arranged with the idea of making it easy to follow, and notes have been inserted with the object of clearing up the points on which doubts are most often expressed.

Any suggestion for improvement in the Manitoba Amateur Diamond Ball Association's rules will be gratefully accepted by the rules committee of the association. The rules committee will also be glad to answer any questions regarding interpretation of the rules.

COMPLIMENTS OF

The Winnipeg Rugby
Football Club

Frank Hannibal, President

Manitoba Diamond Ball Association

OFFICIAL DIAMOND BALL RULES

1. The rules of regulation baseball as officially adopted by the National and American Leagues annually shall govern the game of Diamond Ball except as follows:

2. The bases shall be 45 feet apart.

3. The pitching distance shall be 35 feet.

4. The ball shall be 12 inches in seam.

5. The bat shall be not more than 2 feet 10 inches long and not more than 2 inches in diameter at its largest part.

6. No spiked shoes may be worn, rubber or leather cleats permitted.

7. No glove may be used by any player except catcher and first baseman and catcher may use a mask.

8. The pitcher must deliver the ball from below the hip, the arm parallel with the body, both feet on the rubber, and only one step may be taken in the delivery.

9. A dead ball is a ball delivered by the pitcher to the batter, which touches any part of the batter's clothing or person while in his position, providing the batter does not intentionally allow the ball to strike him, the ball not being struck at. Base runner shall not advance, and a ball shall be called on batter unless struck at, in which case it shall be called a strike. If the batter intentionally gets in the way of a legally pitched ball he shall be called out, and in case there is a runner on the base he shall not be allowed to advance on that ball. A play on all bases is over when pitcher in possession of ball steps on rubber unless runner is in the act of advancing. "Act of advancing" is runner actually moving toward the next base.

10. Base runners must hold their bases until the ball delivered by the pitcher has crossed the home plate. They must not start to steal while the pitcher has the ball in his position.

11. If runner leaves his base before ball crosses home plate he shall be declared out.

12. Rule 34 is the balk rule. Sections 2 and 10 of this rule are deleted. Section 13 is altered to read: "If the pitcher in the act of delivering the ball to a batsman or in throwing to a base drops the ball, it shall be called a dead ball."

13. A foul tip shall come under the hard ball rule.

14. The third strike does not have to be caught.

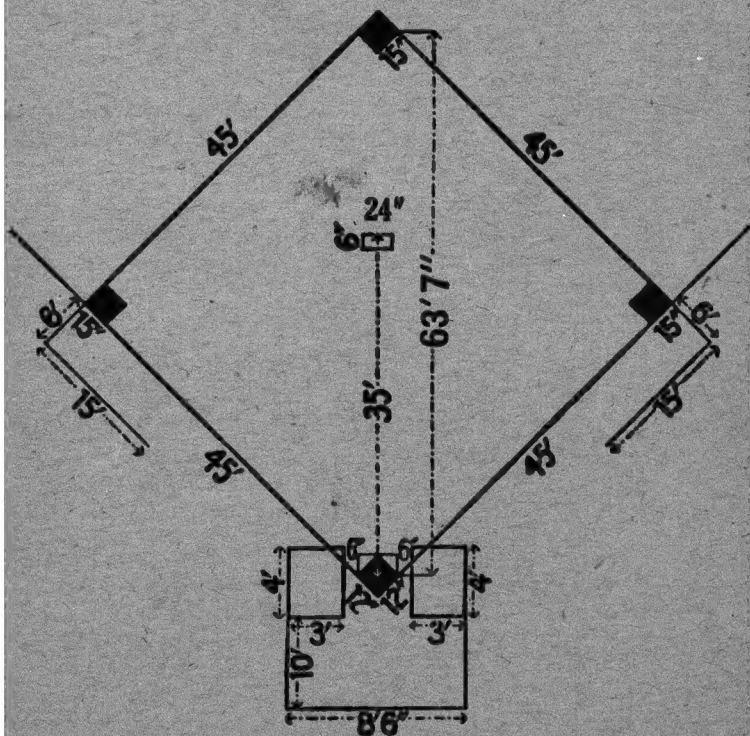
15. Overthrows to first and third base, or passed ball, entitles the runners to one base only, providing they can make it, unless otherwise agreed by both teams.

16. Ten men shall constitute a team.

17. Coaches shall not be allowed within 35 feet of home plate.

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